MISSION 9
THE STRENGTH OF HEROES

The Tyranid horde has broken through the hastily raised outer defenses and is implacably advancing on the small outpost established by the Ultramarines' 2nd Company. The defenses that the Ultramarines have erected are proving no obstacle to the vile xenos. Ancient Ferrox, a Dreadnought of the 2nd Company, strides forth, determined to stem the xenos tide or die once again in the service of the Emperor.

FORCES

Ultramarines
Ferrox, Ultramarines Dreadnought, with assault cannon and heavy flamer
Squad Guardatus (4 bolters, 1 flamer)

Tyranids
10 Termagants
1 Tyranid Warrior with venom cannon
1 Tyranid Warrior with deathspitter
1 Tyranid Warrior with devourer
6 Genestealers

OBJECTIVES

Ultramarines win: Ultramarines win if the Ultramarines player can destroy all the Tyranid models before the end of the game.

Tyranids win: Tyranids win if there are any Tyranid models alive on the board at the end of the game.

Game Length: The game lasts for 6 turns.

SET UP

See the diagram to see how to set up the scenery. In the centre of the board, mark out an area that is 6"x6". Squad Guardatus deploys within this area. Feel free to make or use any terrain that fits in this area – it's supposed to represent a temporary fortification for the Space Marines to defend. The 40K Ruined Buildings scenery set (available from Games Workshop) would work well here. Deploy Ferrox within 12" of the Ultramarines board edge, which is opposite to the Tyranid board edge. Deploy the Tyranid models within 6" of the Tyranid board edge.

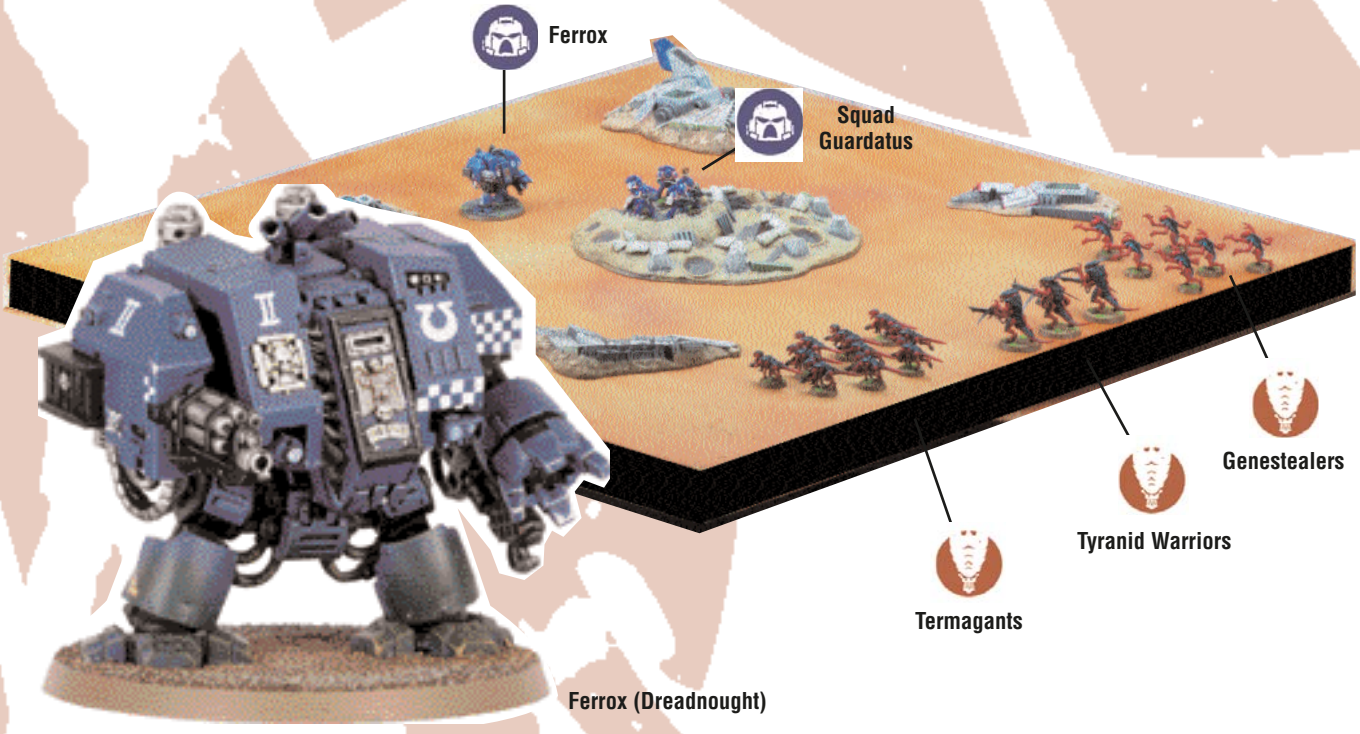
ULTRAMARINES RULES

Squad Guardatus: The Space Marines of Squad Guardatus move, shoot, and assault as described in Mission 8. Dreadnought Ferrox, however, follows the special rules described below.

Move: Ferrox may move 6" each turn. If he wishes to move into difficult terrain like wreckage, the Ultramarine player must roll 2D6, with the highest result being the distance he may move that turn. A Dreadnought may fire both of its weapons and move in the same turn.

Assault Cannon: Ferrox is armed with two ranged weapons and may fire both, even if he moves. His primary weapon is an assault cannon. An assault cannon has four shots and hits on a 3+. Any rolls of a 6 to hit will wound automatically with no armor save allowed. Other hits will wound Tyranid Warriors, Termagants, and Genestealers on rolls of 2+. Tyranid Warriors, Genestealers, and Termagants may not make armor saves against the assault cannon. If they are touching cover, they may make a cover save as described in Mission 8.

Heavy Flamer: Ferrox is armed with a heavy flamer as his secondary weapon. This weapon works in the same way as the flamer in Squad Guardatus as described in MIssion 2 and Mission 8. However, it is far more deadly than its smaller cousin. Tyranids and Genestealers touched by the heavy flamer template are wounded on a 3+, while Termagants are



Ferrox (Dreadnought)

Ferrox and the Space Marines face a fight to the last

wounded on a 2+. Tyranid Warriors, Genestealers, and Termagants cannot make armor saves or cover saves against a heavy flamer.

Assault: The Dreadnought can assault in the same turn as it shoots. In assault, the Dreadnought makes 2 Attacks (3 if it charges). Genestealers and Tyranid Warriors are hit on a 4+, while Termagants are hit on a 3+. Any Tyranid hit by a Dreadnought in close combat is killed on a 2+. Even the incredible resilience of Tyranid Warriors is no protection against the crushing fist of Ferrox, and one Tyranid Warrior is removed for each Wound inflicted by the Dreadnought, rather than every 2.

TYRANID RULES

Tyranids: All the Tyranids move, shoot, and assault in this scenario as explained in Mission 8. However, there are some special rules for shooting at and assaulting the Dreadnought.

Shooting the Dreadnought: A Dreadnought is designed to be hard to kill. Its front and sides are heavily armored and can resist all but the most punishing attacks. Even its rear armor is proof against many things. For each damaging hit, roll a D6 on the relevant table below and apply the result. Any hits that do not cause damage are wasted.

Venom cannon: A venom cannon is able to harm the Dreadnought from the front, side, or rear. From the front and side, any hit will require a score of a 5 to do a glancing hit or a 6 to do a penetrating hit. From the rear, a venom cannon will inflict a glancing hit on the roll of a 3 and a penetrating hit on a 4+.

Deathspitter: A deathspitter can harm the Dreadnought from the front, side, or rear. From the front and side, any hit will require a score of a 6 to do a glancing hit. From the rear, a deathspitter will inflict a glancing hit on the roll of a 4 and a penetrating hit on a 5+

Fleshborers/Devourer: A fleshborer or devourer can only harm a Dreadnought from the rear. Any hit on the rear armor will require a result of a 6 to do a glancing hit.

Assaulting the Dreadnought: In assault, the Dreadnought is even harder to damage. Termagants and Tyranid Warriors cannot harm the Dreadnought in any way in close combat. Genestealers are able to damage the Dreadnought, although the risk is great. Genestealers are faster than the Dreadnought, so they strike first but need a 3+ to score a hit. Because of their deadly claws, there is a chance that the Genestealers may rend and tear the Dreadnought apart. Roll all the hits again – only results of a 6 can harm the Dreadnought. Re-roll any scores of a 6 – any of these results that score a 2 are glancing hits, while any that are 3+ are penetrating hits.

GLANCING HITS:

Every time Ferrox takes a glancing hit, roll once on this table and apply the result.

1-2 Shaken – Ferrox's targeting matrix is scrambled by the damage for a moment, and he may not use his ranged weapons next turn.

3 Stunned – Ferrox is rocked by the impact and may not move or shoot next turn.

4 Weapon Destroyed – The blow has disabled one of Ferrox's weapons. The Tyranid player may choose either the assault cannon or the heavy flamer. The chosen weapon may no longer be used. If Ferrox has no eligible weapons left, treat this result as an *Immobilized* result instead.

5 Immobilised – The gyros that enable Ferrox to move are destroyed. Ferrox may no longer move, although he may turn on the spot. If Ferrox suffers a second *Immobilized* result, treat this result as *Weapon Destroyed* instead. If Ferrox has no eligible weapons remaining and suffers a subsequent *Immobilized* result, then he is *Destroyed*.

6 Destroyed – The attack has critically damaged Ferrox. He may not be used any further this game.

PENETRATING HITS:

Every time Ferrox takes a penetrating hit, roll once on this table and apply the result.

1 Stunned – Ferrox is rocked by the impact and may not move or shoot next turn.

2 Weapon Destroyed – The blow has disabled one of Ferrox's weapons. The Tyranid player may choose either the assault cannon or the heavy flamer. The chosen weapon may no longer be used. If Ferrox has no eligible weapons left, treat this result as an *Immobilized* result instead.

3 Immobilised – The gyros that enable Ferrox to move are destroyed. Ferrox may no longer move, although he may turn on the spot. If Ferrox suffers a second *Immobilized* result, treat this result as *Weapon Destroyed* instead. If Ferrox has no eligible weapons remaining and suffers a subsequent *Immobilized* result, then he is *Destroyed*.

4-6 Destroyed – The attack has critically damaged Ferrox. He may not be used any further this game.

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